ETERNAL TEMPLE
User Manual

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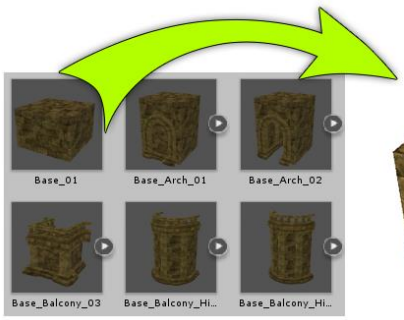
QUICK START

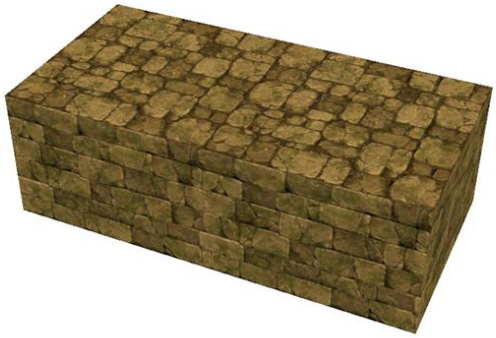
Start building a level with a “Base_01” in **Prefabs > Bases** basic block**.** After dragging it to the scene, press the **Snap All Axes** button in Snap Settings window (**Edit > Snap Settings**). You can add new prefabs or duplicate existing ones using Ctrl+D (CMD+D) hotkey. Move objects by holding Ctrl (CMD).

1.Drag and drop Base_01 to the Scene



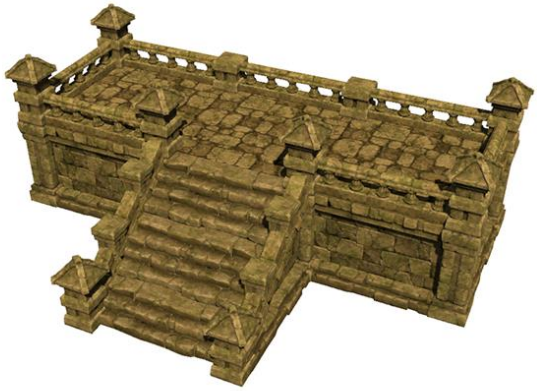
2. Press Snap All Axes

3. Duplicate (Ctrl+D/CMD+D), move holding Ctrl/CMD



4. Add staircase and railings

5. Add columns and decors



6. Add decals, bricks, lanterns and other details

PACKAGE STRUCTURE

PREFABS

Bases

Other

Buildings

Railings and Decors

Columns

Road and Plaza

Damaged

Soil and Decals

Flora

Staircases

Lanterns

Prefabs is the main folder where all prefabs can be found.

Scenes contains a demo level and other useful scenes.

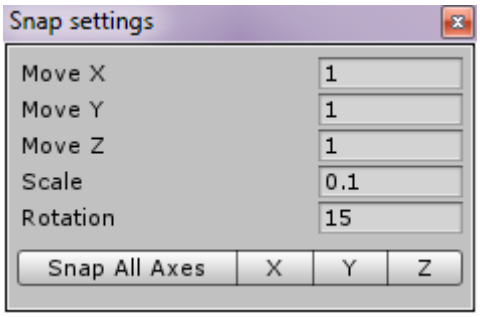
Source_FBX contains .fbx files and associated materials.

Textures is a place for all texture files.

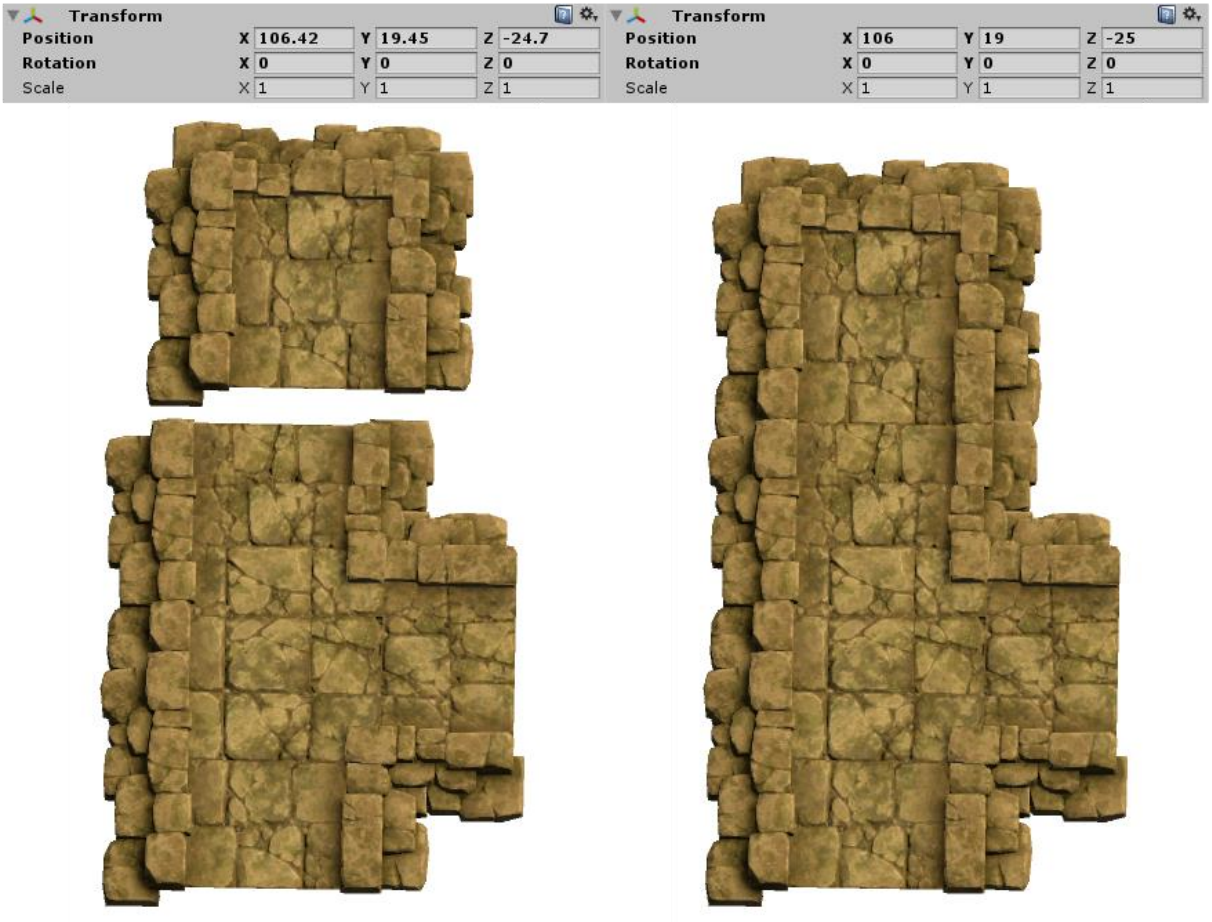
SNAPPING

You can activate snapping by holding the Control (Command) key while moving and rotating objects.

Open the **Edit > Snap Settings** window**.** The default settings should work just fine.

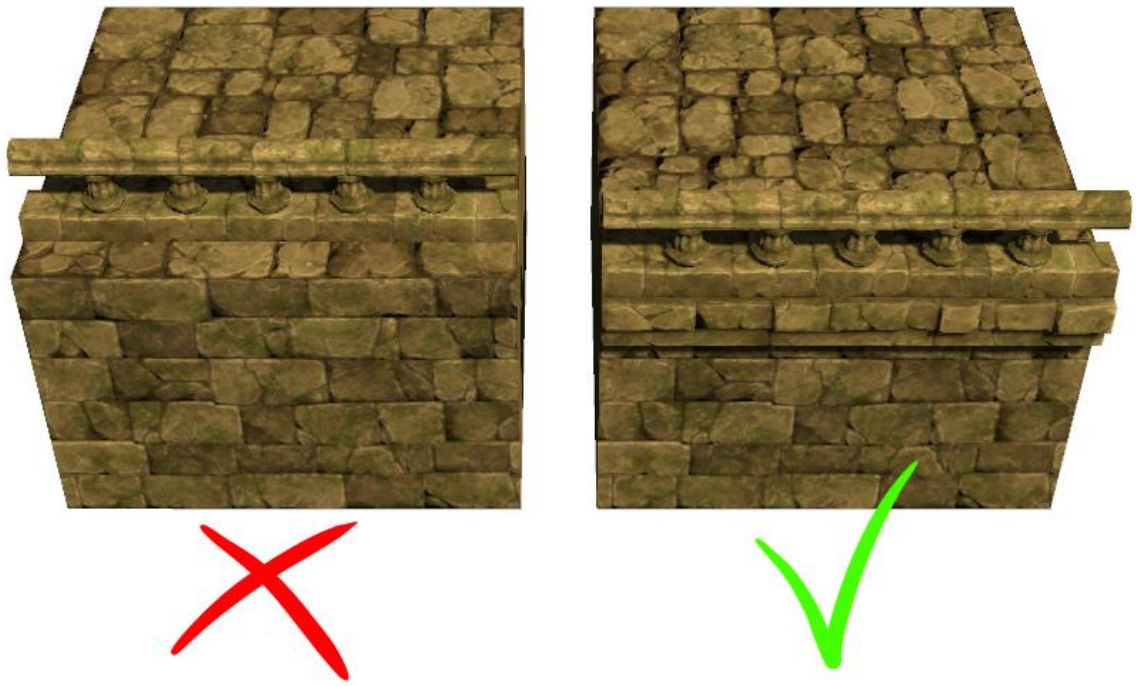


Snap All Axes is a very useful button. It moves selected objects to the nearest snapping points. If you are not using third-party plug-ins for snapping, you'll need to press the Snap All Axes button each time you add a new object to the scene.



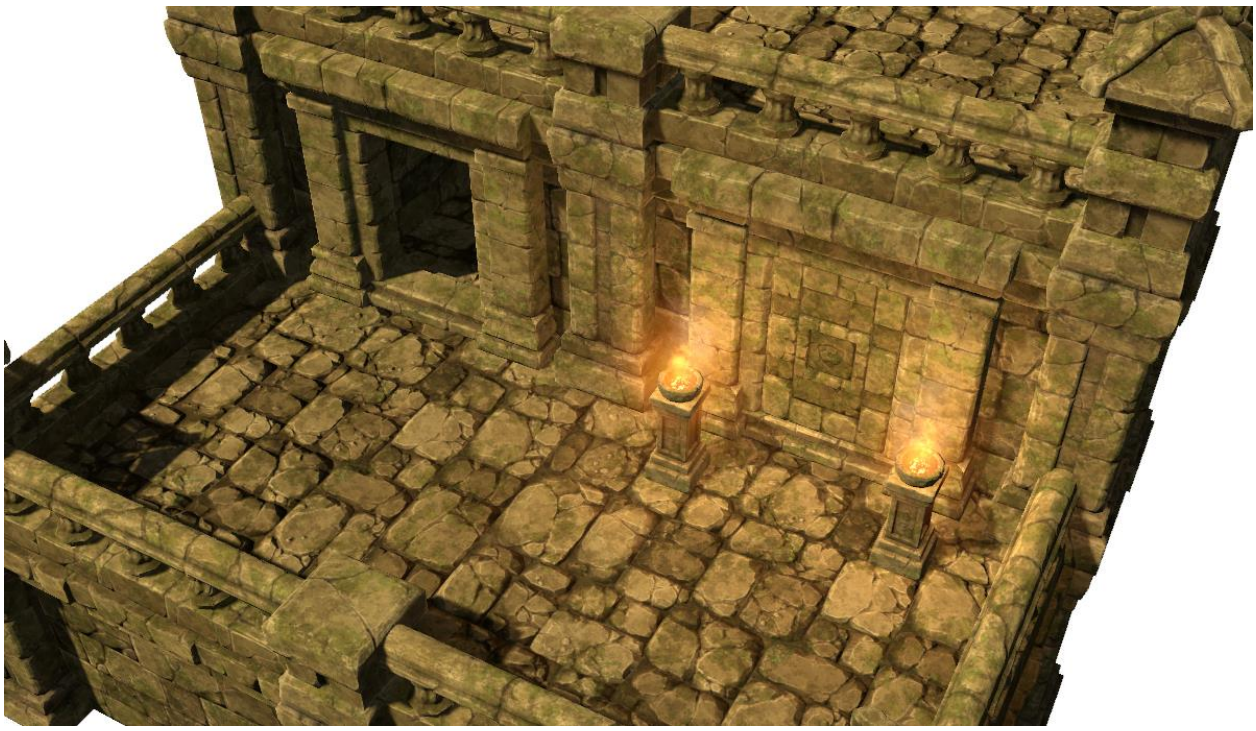
BUILDING A LEVEL

A few rules to follow while building a level:

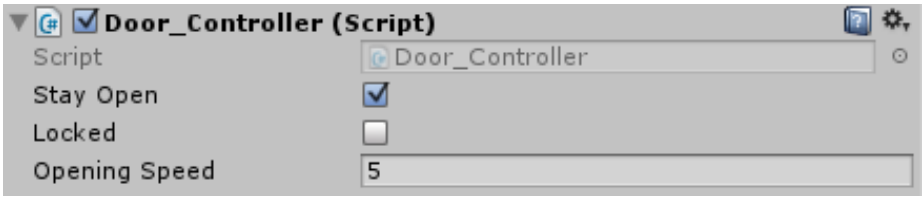


Railings should be placed on the very edge of basic blocks and stairs.

Put the columns in places where the railings are connected (including corners). You can also put a decoration piece at the bottom between two columns.



Doorways can be closed with doors. Door prefab contains a script to open and close the door when the player enters its trigger area.



The door is closed by default. If “Stay Open” is ON, the door will open once and stay open. If “Locked” is checked, the door will not open. “Opening Speed” controls how fast the door slides up and down.

Place columns between broken walls.

Use different columns for different heights at your level.

Trees do not just grow from solid stone, so it is a good practice to put some soil or random bricks at the bottom of the trunk **(Prefabs > Soil and Decals).**

Decals help to achieve a more natural look to your levels.

BUILDINGS

Quick Start

Start a building construction with one of the “wall modules” from **Prefabs > Buildings > Walls.**

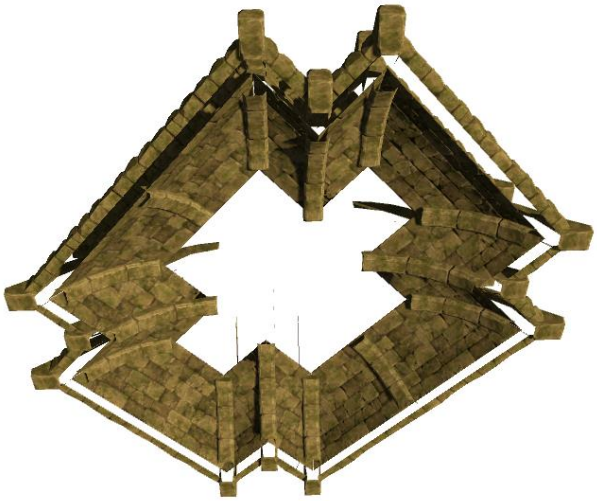
Put some columns form **Prefabs > Buildings > Parts** into places where two modules are connected. The gaps in the floor can be filled with additional floor parts located in the same folder.

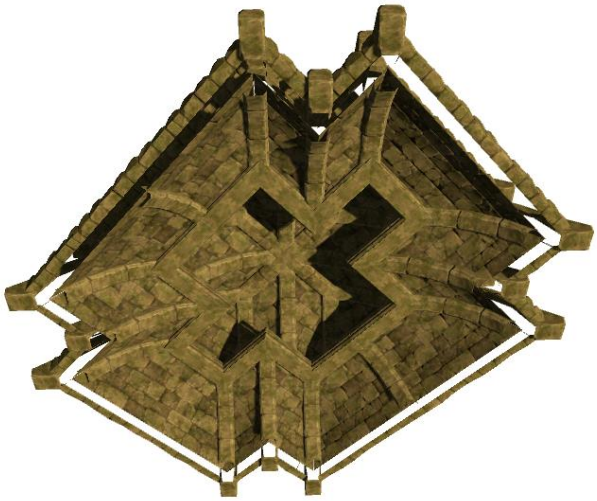
Add two roof levels from **Prefabs > Buildings > Roofs > 1-2 level Roofs.**

The wall modules have their corresponding roof parts.

Find a 3-rd level roof part which fits your design from **Prefabs > Buildings > Roofs > 3 level Roofs.**

Close the gap in the ceiling with one of the ceiling prefabs from **Prefabs > Buildings > Ceilings.** You will need to find one that fits your roof.





More details about the system

This is the basic wall segment (the figure to the left).

All the “wall modules” are made with similar segments.

The modules dimensions are reflected in their names.

For example, “Walls_2x1” means the module is 2 segments wide and 1 segment long.

The same applies to the roof modules. For “2x1” wall module you will need to use “2x1” roof prefab.

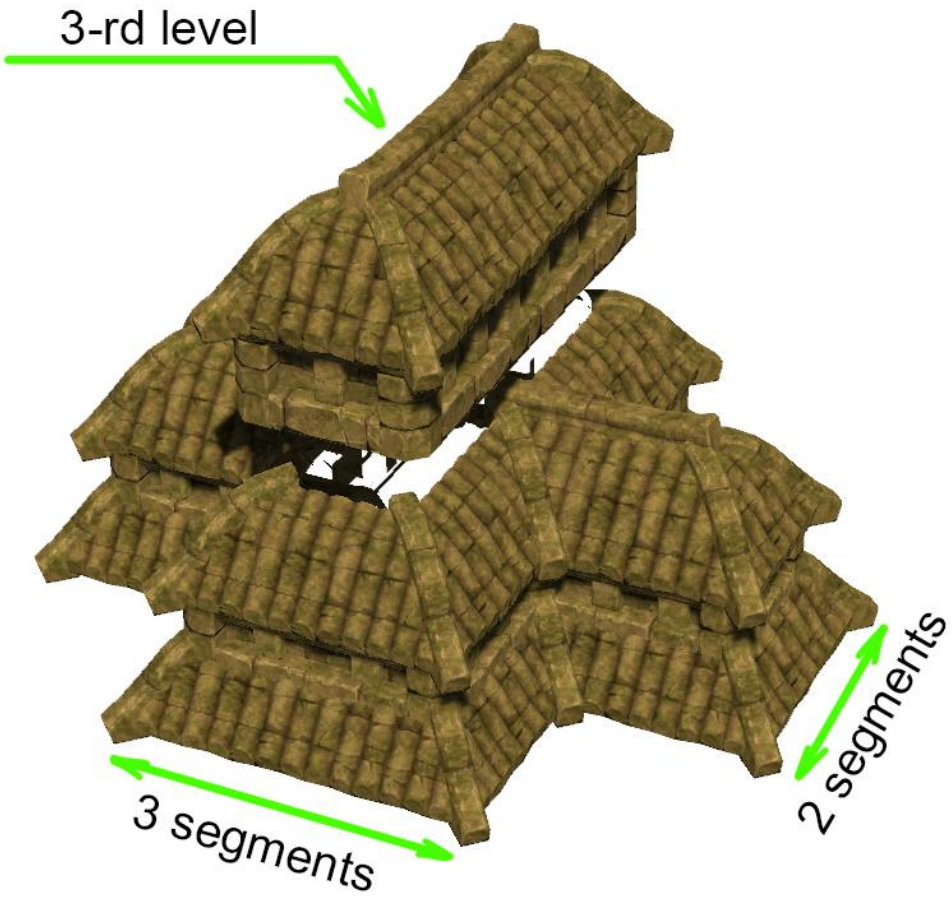
The roof usually consists of 3 levels. When your walls are ready, start placing roof parts from **Prefabs > Buildings > Roofs > 1-2 level Roofs.** After this is complete, add a 3-rd level from **Prefabs > Buildings > Roofs > 3 level Roofs.**

The 3-rd level works in a similar way. Each roof module has its corresponding 3-rd level prefab, with the exception of roofs “2x1” and “2x2”.

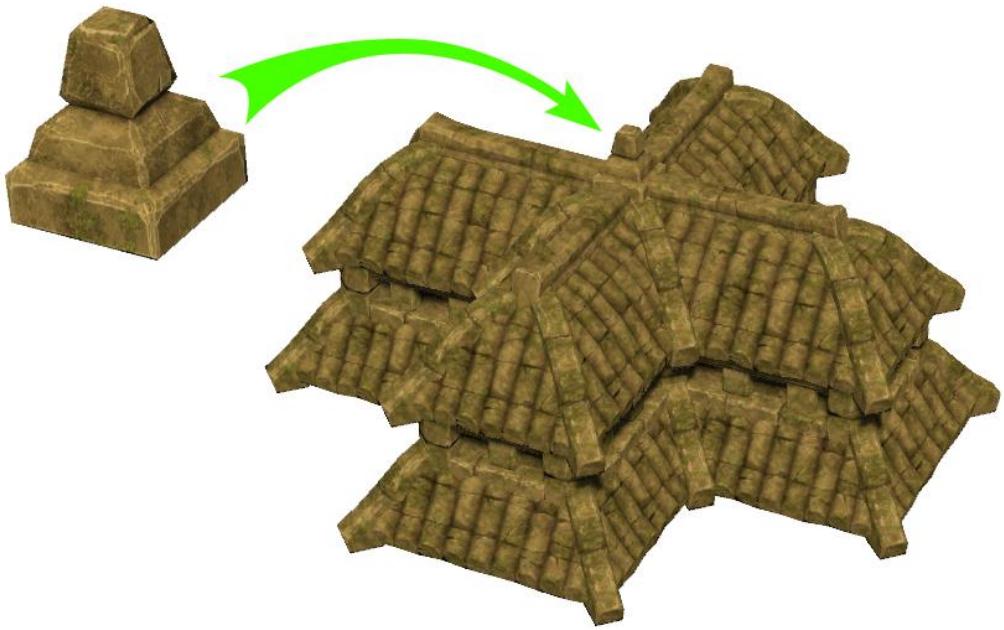
Roof 2x1

Roof 2x2

When roof modules wider than 2 segments are connected to 2x1 and 2x2 modules, you will need to use solid 3-rd level pieces as in the picture below.



When you connect 4 roof modules which are 2 segments wide, you can put **“Roof_Top_Decor_01”** prefab into the intersection **(Prefabs > Buildings > Roofs > 3 level Roofs).**



You can build corridors to extend your buildings to any length. Use wall modules from **Prefabs > Buildings > Walls > Corridors** and roof modules from **Prefabs > Buildings > Roofs > 1-2 level Roofs.**

Don’t forget to fill the gap in the ceiling (this might appear when using modules wider than 2 segments) with ceiling prefabs from **Prefabs > Buildings > Ceilings.**

How to hide the Roof

If you use a top-down camera angle for your project and you want to hide a roof when player enters a building, there are a few steps you can follow to achieve this effect.

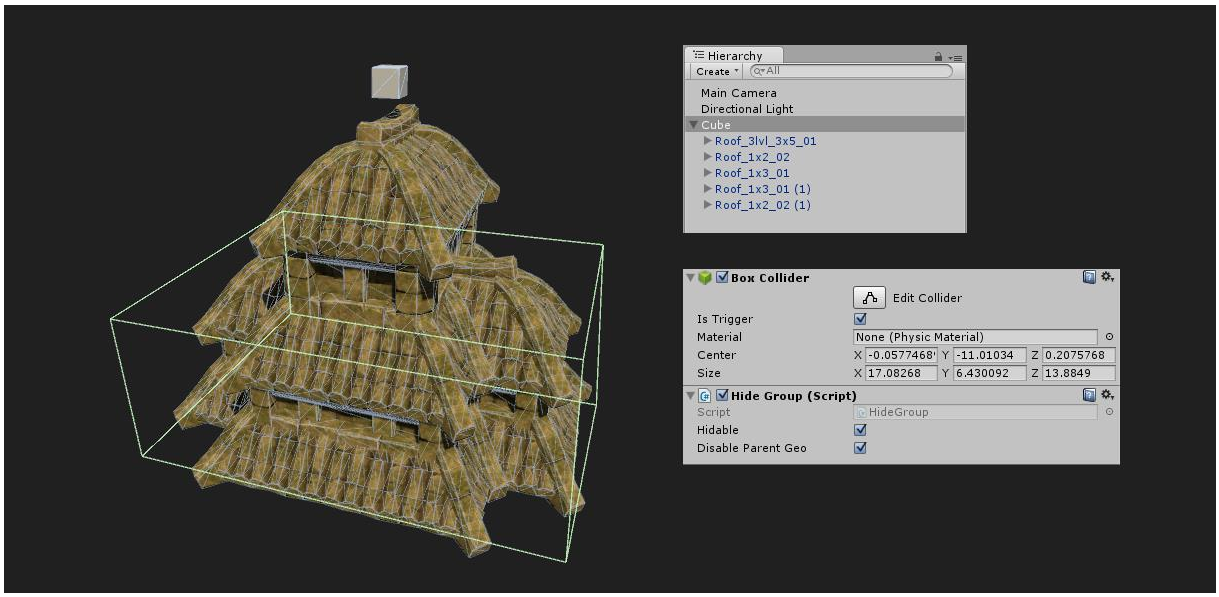
Add a cube to the scene and place it above your roof so that you can see it. Select all the roof parts and parent them to the cube using the Hierarchy view.

Add a “Hide Group” script to the cube.

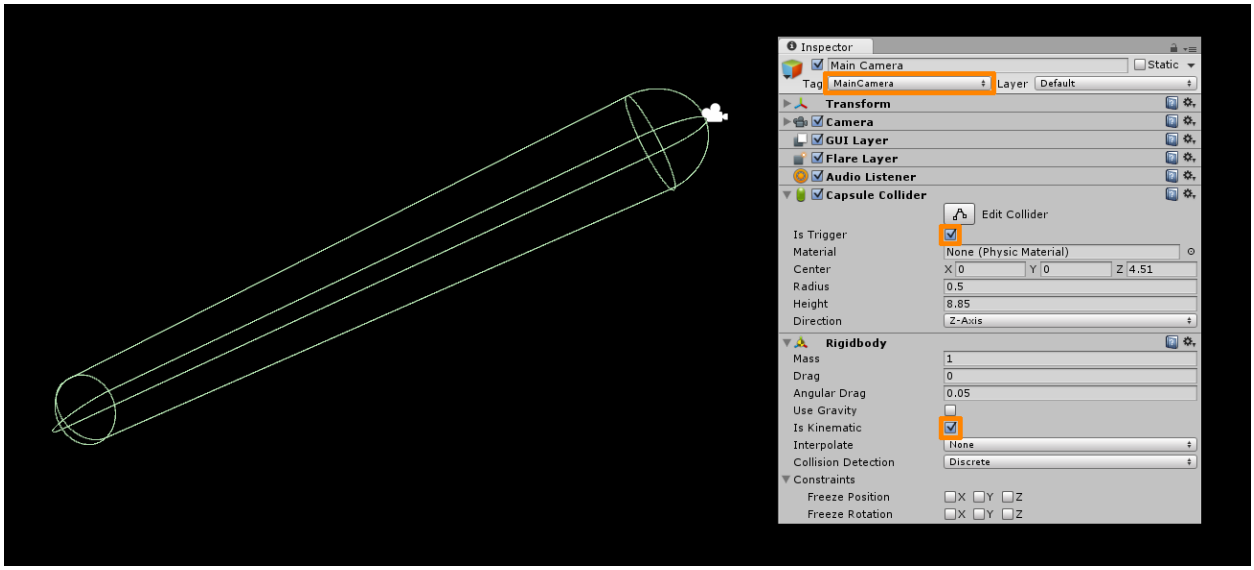
The “Hideable” checkbox just turns the effect on and off.

If “Disable Parent Geo” is on, visibility of the cubes will be disabled at runtime.

The next step is to turn on the “Is Trigger” checkbox for the box collider and extend it to cover all parts of the roof. You can use multiple colliders to better match the shape of your roof.



The last step is to set up the camera. Set its tag to “MainCamera”, add a collision component and turn on the “Is Trigger” checkbox. This collider is used to detect collisions with hideable objects. Add the Rigidbody component and turn on “Is Kinematic” checkbox.



Objects like walls and bushes use the “Hide Self” script.

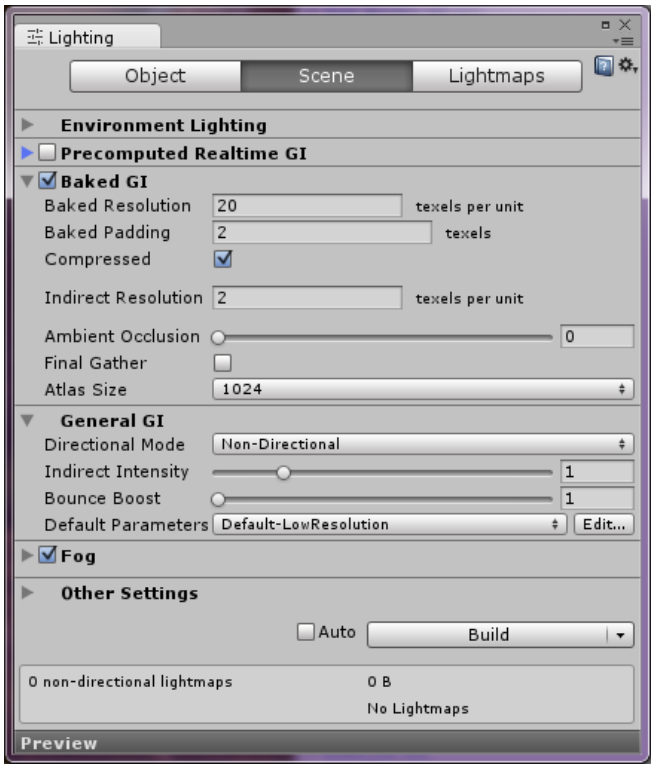
The “Hideable” checkbox turns the effect on and off.

The “Hiding Speed” controls the speed at which the textures alpha goes from “min Alpha” to “max Alpha” and vice versa.

“Min Alpha” and “Max Alpha” are used to limit the minimum and maximum opacity of the material when the hiding effect takes place. It doesn’t usually need to be modified.

Objects like roofs use the “Hideable Part” script, as they need to be hidden as a single piece, not one by one. Roof parts cannot hide themselves. They need to be parented to an object that contains the “Hide Group” script and a collision component with “Is Trigger” turned on.

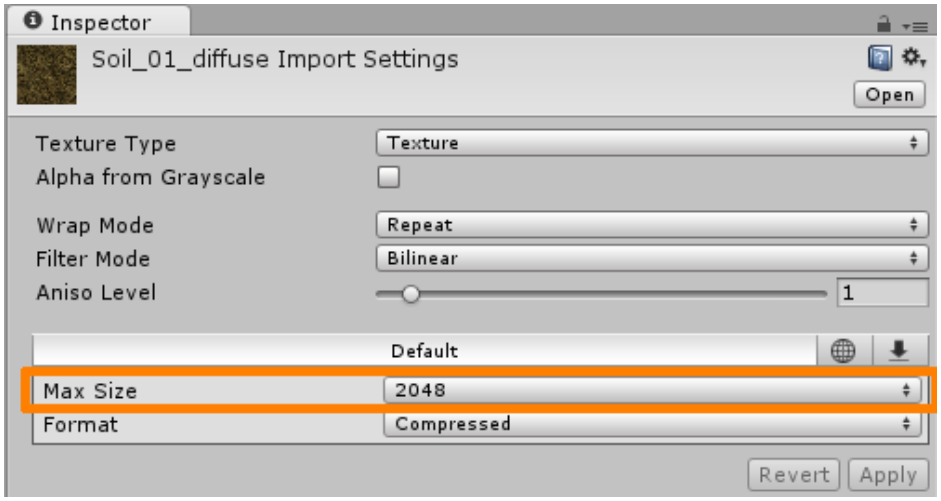
LIGHT MAPS AND OPTIMIZATION



All prefabs are ready for light maps baking.

By default, shadows are turned off for all lanterns and torches. If you want to use shadows, you have to turn them on manually.

Most textures have a source resolution of 2048x2048. Atlas_Buildings_01 has the resolution of 4096x4096. We have reduced some textures resolutions in Unity by one or two steps (especially for normal and specular maps). If you want to increase certain textures resolution back, go to **Eternal Temple > Textures**, click on a texture and change its “Max Size” property in import settings in the Inspector.



MOBILE VERSION

Attention! Converting your existing version of Eternal Temple to the atlassed (mobile) version can break some prefabs in existing levels. You can fix a broken (purple colored) prefab by reverting changes of that prefab. Unfortunately, those changes will be lost. Ideally, mobile version of the pack should be installed in a project that does not contain previous version of Eternal Temple assets.

To install mobile version:

1) Unpack **MobileEternalTemple.rar** to any convenient location.
2) Import **MobileEternalTemple.unitypackage** from the archive to your project (Assets -> Import Package -> Custom Package).

If you want to convert an existing project anyway, the process stays the same, just please make sure you made a backup.

LODs have been removed from the mobile version to avoid problems with GI.

If you need to get LODs back, replace files in "Assets\Eternal Temple" folder with the files from **LODsForMobile.rar** archive (outside Unity).

After doing this, you will have a mobile version that is identical to a desktop version in terms of quality. The only difference is that mobile one is based on atlassed assets.

Thank you for supporting Mana Station!

If you have a question or comment, feel free to email us at manastation3d@gmail.com

Asset's forum thread: http://forum.unity3d.com/threads/eternal-temple-3d-art-pack.413209/

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